```
+techniquesSubPath
+campaigns
+compress_loop
+jumpleave
+empty_mission
+techniquesBasePath
+jumpgate
+comm
+custompython
+callsign
...
```

```
vs options
+ write savegame on exit
+ times to show help
screen
+ remember savegame
+ new game save name
+ quick savegame summaries
buffer
+ quick savegame summaries
+ garbagecollectfrequency
+ numoldsystems
+ deleteoldsystems
+ vsdebug
and 71 more...
+ vs_options()
+ ~vs options()
+ init()
+ getCallsign()
```